



<http://www.replacementdocs.com>



LIVE™

ONLINE ENABLED

TIMESPLITTERS

FUTURE PERFECT™



Developed By
FREE
RADICAL

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

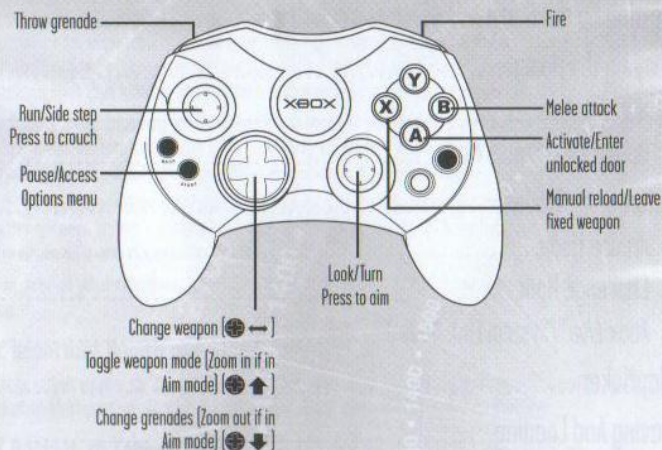
Contents

Complete Controls.....	2
Setting Up the Game.....	3
Playing the Game.....	4
Game Screen.....	4
Options and Status Menu.....	5
Other Game Modes.....	6
Arcade Mode.....	6
Challenge Mode.....	6
Xbox Live™/System Link Mode.....	7
MapMaker.....	8
Saving And Loading.....	10
Credits.....	10
Limited 90-Day Warranty.....	11

Check out EA GAMES™ online at www.eagames.com.

Complete Controls

General Gameplay



Menu Controls

Highlight menu items	↑
Cycle choices/Move sliders	←
Select/Go to next screen	A
Return to previous screen	B

Setting Up the Game

Note: Default options are listed in **bold** type.

After loading the game, select the number of players (**1-4**). The Select Profile screen appears. You must create a player profile (for each player) to track game progress.

To create a new profile:

1. Highlight **CREATE NEW PROFILE** and press **A**.
2. Use the on-screen keyboard to enter a name for your profile and select **DONE** to finish.
3. At the Storage Selection screen, select your save destination, and press **A** to confirm and continue to the Main menu.
4. To load an existing profile, highlight your chosen profile and press **A**. Your profile is loaded.

Story Mode

Immerse yourself in an epic adventure unfolding somewhere between the recent past and the distant future. As time-tripping spacetime marine Cortez, race against time to trace the origin of the vicious TimeSplitters and save the world from annihilation.

To start your game in Story mode:

1. Select **STORY** in the Main menu.
2. Choose the level you want to play. Only one level is available initially—completing a level unlocks the next one for play.
3. Select the level of difficulty: **EASY**, **NORMAL**, or **HARD**.
4. Read the mission description and press **A**. Gameplay begins.

Note: Want an ally? Take on the TimeSplitters with a friend by selecting two players and then Story mode in the Main menu.

Player Progress

To see how well you are doing on your mission, select **PLAYER PROGRESS** in the Main menu. View **STATISTICS**, **ARCADE AWARDS**, and the **GALLERY** for each profile.

Settings

Change some of your settings here and the others in-game.

PLAYER (in multiplayer) Press **←** to select which profile to apply the setting changes to. Set your control preferences (see *Controls* on p. 5 for more information).

COPY PROFILE Share your progress with friends. Copy and save a particular profile between memory units and from a memory unit to the hard disk.

For controls and audio/video options, see *In-Game Options* on p. 5.

Extras

View the *TimeSplitters Future Perfect* **MOVIES** and **CREDITS**.

Playing the Game

Game Screen



Weapons

In *TimeSplitters Future Perfect*, you have an impressive arsenal at your disposal—if you can find it! Discover new guns as you explore each level, or blow enemies away to get your hands on their weapons and ammo.

- To switch weapons, press **△** →.
- To toggle between primary and secondary fire, press **△** ↑.
- To switch selected grenades, press **△** ↓.

Tip: Keep an eye out for a range of unconventional weapons such as the flamethrower and the ghost gun!

Temporal Uplink

As Cortez, you are armed with the ingenious Temporal Uplink which allows you to levitate and control objects.

- To toggle the mode of the Temporal Uplink, press **△** ↑. It displays a map of the level so you can pinpoint your—and your enemies'—location.

Tip: Run out of ammo? Try using the Temporal Uplink to lift, aim, and throw items through the air to hit a target.

Health

Every time you are injured, two meters, representing your health and armor levels, appear on either side of the screen. Replenish these meters by picking up first aid boxes and armor.

Tip: Look out for the future sniper rifle. Go into secondary fire mode to bring up a shield that protects you from bullets and lasers.

Vehicles

Take control of a range of vehicles, whether you're slipping behind the wheel or manning the gun on the back. Use them to fire at enemies, mow them down, or ram open heavy doors.

Options and Status Menus

Press **△** while playing to bring up the Options and Status menus. Press **△** → to highlight either **OPTIONS** or **STATUS**.

Options

- Press **△** **I** to cycle through the options and press **A** to select one.

Most of the Options in *TimeSplitters Future Perfect* are self-explanatory and are therefore not covered in this manual. Exceptions are listed below.

CONTROLS

CONTROL LAYOUT

Configure the basic controls. Choose between **DEFAULT**, **CLASSIC**, **CLASSIC B**, **CLASSIC X**, **RADICAL**, and **RADICAL B**. Change any of the configurations by selecting **CUSTOMIZE**.

CROSSHAIR

Decide whether you require a crosshair to help you aim and, if so, how it should behave. Choose between **ON AND FIXED**, **OFF**, and **ON AND MOVING**.

WEAPON CHANGE

Select how you switch between weapons. Choose between **IF NEW AND BEST** (if a newly-collected weapon is the best in your arsenal it is automatically equipped), **ALWAYS** (whenever you collect a weapon it is equipped), **NEVER** (weapons are only changed manually), **BEST** (the best weapon in your collection is selected), and **IF NEW** (newly-collected weapons are equipped).

TURN SPEED

Press **△** **I** to increase or decrease the speed at which you rotate when moving **△**.

AUDIO/VIDEO OPTIONS

MUSIC

Turn **ON** or **OFF**.

MUSIC VOLUME

Press **△** → to raise or lower the **MUSIC VOLUME**.

SOUND

Choose between **ON** or **OFF**.

SOUND VOLUME

Press **△** → to raise or lower the **SOUND VOLUME**.

SUBTITLES

Turn **ON** or **OFF**.

Status

The Status menu is not always available depending on which game mode you are playing. Story mode displays your main objectives and informs you when you have completed them, Arcade mode has a **SCORES** menu instead, while Challenge mode shows scores and objectives (and stats where applicable).

- For more information on Arcade and Challenge modes, see *Arcade Mode* on p. 6 and *Challenge Mode* on p. 6.

Other Game Modes

Arcade Mode

Take part in a series of multiplayer games played on specially-created maps.

Arcade

Arcade mode is all about winning: thrash human and AI 'bot opponents to earn rewards and build up your stats.

To play an Arcade game:

1. Select ARCADE at the Main menu, then choose ARCADE at the Arcade Type screen.
2. Choose a game mode and a location.
3. Adjust the various preferences to your liking and select GO when you've finished.
4. Select an available character to begin your game.

League

Beat level targets to earn bronze, silver, gold, or even platinum trophies in this series of challenging single-player only games. Are you good enough to win through and compete in the Elite League?

1. Select ARCADE at the Main menu, then choose LEAGUE at the Arcade Type screen.
 2. Choose a League to play in, a series, and match to play. Each event has a particular character to play as. Press **A** on the character page, and the match begins.
- Read the Match Information screen for guidance on the match you've selected.
 - To unlock the Honorary League, complete the Amateur League. To unlock the Elite League, complete the Honorary League.

Challenge Mode

Challenge mode offers a series of unique challenges set in sections of the Story and Arcade mode levels. Earn the required score or time to beat the challenge and reap the rewards.

To play a challenge:

1. Select CHALLENGE in the Main menu.
 2. Select a challenge in the Select Challenge Set and Select Challenge screens. Enter the game as a specific character unique to that challenge.
- Read the Challenge Information screen for guidance on the challenge you've selected.

Xbox Live™/System Link Mode

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.eagames.com. YOU MUST BE 18+ TO SUBSCRIBE TO XBOX LIVE.

EAG MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.eagames.com.

Xbox Live

- To play via Xbox Live, select XBOX LIVE/SYSTEM LINK in the Main menu then select XBOX LIVE.

Take TimeSplitters Future Perfect Beyond The Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable TimeSplitters Future Perfect Content

If you are an Xbox Live subscriber, you can download maps to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

System Link

You can connect two Xbox consoles together using an Xbox System Link Cable, or up to 16 Xbox consoles using an Ethernet hub and standard Ethernet cables (one player per console).

- To play via System Link, select XBOX LIVE/SYSTEM LINK in the Main menu then select SYSTEM LINK.

START NEW MATCH Create a new System Link match for others to join.

To join one of the games created on other linked Xbox consoles, press **Left Stick** to highlight the chosen game and press **A** to confirm.

MapMaker

Design, build, and battle through your own slice of the *TimeSplitters* universe and then share your creations with the world! The opportunities are endless with the advanced *TimeSplitters Future Perfect* MapMaker. So what are you waiting for? Begin building! To help you get started, take a look at the tutorial below.

MapMaker Tutorial

To create and edit a new map:

1. Select MAPMAKER in the Main menu.
2. Select EDIT/CREATE NEW MAP.
3. Choose BEGINNER from the Select Modes box.
4. The MapMaker Main menu is your central mapmaking resource. From here you can create, design, edit, save, and load your maps.
5. To start work on one, select EDIT.

Note: Move **[Left Arrow]** to navigate the MapMaker Main menu.

6. At the Main Editor screen, you can choose to add tiles, items (start points, weapons, doors, windows, vehicles, fixed guns, etc), and lights. In Advanced mode, story AI (enemies, etc) and game logic (map behavior) can be added.

Note: Press **[Esc]** at any time to go back to the MapMaker Main menu.

7. Begin by adding a tile. First, select the Tile menu along the top of the screen and then press **[A]** anywhere on the screen. A window appears displaying a variety of tiles to browse through. All tiles are shown in 360 degree rotation with a blue arrow indicating where any other tile can be joined to it. Pick up a tile and select a point on the grid where you want to place the tile. Press **[A]** to drop it in the chosen spot.
8. Next, select a Large Ramp and place it on the grid. You can select this tile, copy it, rotate it, or delete it.

Note: MapMaker maps can be up to five floors high. Large tiles span two floors. By default, you will start off on floor three and can build up and down. The floor you are on is indicated in the top right corner. Pull **[Left Arrow]** to go up a level and pull **[Right Arrow]** to go down a level.

9. Next, select a Large Bridge tile and place that next to the Large Ramp tile. You can now choose to play at ground level, or go up the ramp and along the bridge.
10. Set a start point for characters to appear in your map. To do this, choose the Item menu from the top of the screen, press **[A]** anywhere on the screen, and then select the Start All icon. This will be the start point for all your players.
11. Now it's time to arm yourself! Go into the Items menu, select the Tactical 12-Gauge Shotgun, and place it on the Bridge tile you added earlier. The Properties option lets you decide how often (in seconds) the gun will respawn, or whether it is permanently there for collection by anyone, anytime. Try selecting RESPAWN ON PICKUP.

12. Now here comes the fun: playing your map. Go to the Main menu and select PREVIEW MAP, then choose a game such as DEATHMATCH, and brace yourself. In the Preview, you are put into your map and pitted against a random set of characters.
13. Now that you have previewed your map, you can start building upon it, making it even bigger and better. Exit the Preview and return to the MapMaker Editor.

Note: If you need to join new areas together, select a bridge and start linking the tiles.

14. Want to change the design of the tiles? At the MapMaker Main menu, select MAP SETTINGS. Select unique themes to complement your map. Choose a new theme, e.g. Horror. Preview the level and there will be a completely different appearance and atmosphere to it.
15. There is a lot of scope for creativity here—the possibilities are endless. You can remove CEILINGS, change the WEATHER, and more.

Now you have your map, what are you going to do with it? As long as you have imagination, there are no limits. Here are a few ideas:

- ✱ Share your maps online! Create a map that you know better than the back of your hand, put it online, and challenge others to play with you. Only you have the inside information on where weapons are hidden and where traps are etc.
- ✱ Choose the weapons available to your map. Get customizing.
- ✱ Choose the characters you want to be/play against on your map.
- ✱ Make the map do exactly what you want it to do. You have complete control: make lights turn on when you walk into a room, make a door unlock once you have killed all your enemies, or make a level fail if you run out of time.
- ✱ Give your enemies unique patrolling and attacking instructions or make them hang around waiting for unsuspecting explorers.
- ✱ Create story-based maps and time- or score-based challenges. Whatever you decide to do, you make up the rules.

To load or play a map:

1. Select LOAD MAP and load a previously saved map.
2. Once the map has loaded, the map name appears on the MapMaker screen. To play this map, select PLAY MAP.
3. Select the game you wish to play at the Select Game Mode screen and begin your personalized adventure.

Note: To access a full, detailed MapMaker Tutorial, go to <http://timesplitters.ea.com>.

Saving and Loading

Your progress is stored in your profile (see p. 3) and is saved automatically.

- To load a game, select a saved profile in the Profile Selection screen. The profile is loaded.

Credits

Free Radical Design Ltd

Directed by: Steve Ellis and Dave Doak

Team Leader: Hasit Zala

Music and Sound: Graeme Norgate

Head of Art: Karl Hilton

Head of Animation: James Cunliffe

Senior Programmers: Joe Moulding, Peter Hall and James Hubbard

Programmers: Charlie Cole, Max Dyckhoff, Tom Papados, Miles Clapham, Mark Logan, Damien Chin and David Conley

Tools Programmers: Paul Hanshaw and Andrew Rayson

Additional Programming: Andrew Birdsall and Tim Furnish

Lead Level Setup: Steven Lewis

Level Setup: Alex Hood, Neil Walker and Dominic Butler

Lead Character Artist: Ben Newman

Character Artists: Jake Gumbleton, Nick Carver, Mark O'Kane and Stephen Davison

Lead Artist: Tristan Reidford

Artists: Dan Evans, Roger Bohl, Mark Lack, Craig Collins, James Mohan, Aidan Wilson, Scott Robinson, Stephen Cooper and Brad Warren

Lead In-Game Animator: Damon Tasker

In-Game Animators: Andrew Hunt and Andrew Murray

Lead Cutscene Animator: Andrew Lawson

Cutscene Animators: Alex Crowhurst, Chad Ellis, JoJo Young and Javier Moratinos

Additional Animation: Curtis Fell and Simon Scott

Project Management: Martin Keywood

QA Management: Kevin Ellis and Paul Ellis

QA Tester: Michael Adamson

Music: Christian Marcussen

Additional Music: Ross Tregenza, Steve Croker and Jeremy Taylor

Principal Voice Talent

Cortez: Tom Clarke Hill

Anya: Sarah Mennell

Jacob Crow: Wayne Forester

Additional Voice Talent: Les Spink, Mac Macdonald, Melanie Bond, Lorelei King, Bill Roberts, Ian Porter, Laurence Bouvard, Lynsey Beauchamp, Martin T Sherman, Alanis Peart, Ben Talbot, Michael French, Steve Hill, Jo Upton, Mark Sorrell and Rob Burman

System Support: John Veasey and Wasim Bashir

Office Management: Michella Angeloni, Alison Lobb and Alison Pridmore

Special Thanks: Gillian Cordall, Mario Club, Tom Frisina and Outsource Media

Limited 90-Day Warranty

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: (650) 628-1900

EA Warranty Information

Online Self-Help Knowledgebase and Email – You can access our Self-Help site online and browse through our extensive knowledgebase, or submit a question to our warranty department:

<http://techsupport.ea.com>

Automated Warranty Information – You can contact our automated phone system 24 hours a day for any and all warranty questions:

(650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

Technical Support Contact Info

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

© 2005 Free Radical Design Ltd. "TimeSplitters," "TimeSplitters Future Perfect," "Free Radical Design," and all associated logos are trademarks of Free Radical Design Ltd. All rights reserved. Electronic Arts, EA, EA GAMES, and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

FREE
RADICAL

REGISTER

Get EA Cheat Codes and Game Hints

Register online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:



It's Fast. It's Easy. It's Worth It!



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2005 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA SPORTS, EA SPORTS BIG and all associated logos are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™, and EA GAMES™ are Electronic Arts™ brands. All other trademarks are the property of their respective owners. 1486305